

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A game comprising:  
a base unit;  
a target area attached to the base unit and having multiple target sections;  
a launch area attached to the base and configured for bouncing a playing piece such that a playing piece tossed onto the launch area bounces into one of the multiple target sections; and  
an electronic controller configured to monitor the target sections and control game play;  
wherein the base unit, the target area, and the launch area are sized for table-top play of the game.
2. (Original) The game of claim 1 wherein each target section comprises an aperture for receiving the playing piece.
3. (Original) The game of claim 1 wherein the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections.
4. (Original) The game of claim 3 wherein each target section comprises an aperture for receiving the playing piece.
5. (Currently Amended) The game of claim 1 further comprising a detection system to determine when a playing piece is bounced into one of the multiple target sections received by one of the apertures.

6. (Canceled)

7. (Currently Amended) The game of claim 6-5 wherein:

the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections and ~~each target section comprises an aperture for receiving the playing piece~~; and

~~the optical detection system comprised comprises~~ an optical detector located near each aperture and ~~an~~ a single optical emitter arranged such that a beam emitted from the emitter is ~~directed towards~~received by the optical detectors.

8. (Original) The game of claim 1 wherein the launch area is formed from a firm material and the playing piece is formed from an elastic material.

9. (Original) The game of claim 1 wherein the launch area is formed from an elastic material and the playing piece is formed from a firm material.

10. (Original) The game of claim 1 wherein the target area is attached to the base unit such that the base unit and the target area form an obtuse angle.

11. (Currently Amended) A game comprising:  
a base unit;  
a target area attached to the base unit and having multiple target sections;  
~~means for bouncing~~receiving a playing piece ~~such that the playing piece bounces~~ into one of the multiple target sections; and  
an electronic controller configured to monitor the target sections and control game play;  
wherein the base unit, the target area, and the means for receiving a playing piece are sized for table-top play of the game.

12. (Currently Amended) The game of claim 4-11 wherein the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections.

13. (Original) The game of claim 12 wherein each target section comprises an aperture for receiving the playing piece.

14. (Currently Amended) The game of claim 4-13 further comprising means for detecting when a playing piece is ~~bounced into one of the multiple target sections received by one of the apertures~~.

15. (Canceled)

16. (Currently Amended) The game of claim 4-14 wherein:  
the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections and ~~each target section comprises an aperture for receiving the playing piece; and~~

~~the optical detection system means for detecting~~ comprises an optical detector located near each aperture and ~~an a single~~ optical emitter arranged such that a beam emitted from the emitter is ~~directed towards received by~~ the optical detectors.

17 - 20. (Canceled)

21. (New) The game of claim 1, wherein the electronic controller is configured to control game play according to a game mode selected by a player of the game, the game further comprising an input operatively connected to the electronic controller to allow the player to

select one of at least two game modes, wherein each of the two game modes has a different objective for game play.

22. (New) The game of claim 11, wherein the electronic controller is configured to control game play according to a game mode selected by a player of the game, the game further comprising an input operatively connected to the electronic controller to allow the player to select one of at least two game modes, wherein each of the two game modes has a different objective for game play.

23. (New) A game comprising:  
a base unit;  
a target area attached to the base unit and having multiple target sections, each target section including an aperture;  
a launch area attached to the base unit and configured such that a playing piece tossed onto the launch area bounces into one of the multiple target sections and passes through the corresponding aperture of the target section;  
an input configured to allow a player to select one of at least two game modes, wherein each of the two game modes has a different objective for game play;  
at least one sensor configured to detect when a playing piece passes through one of the apertures; and  
an electronic controller operatively connected to the input and the at least one sensor to control game play according to a game mode selected by the player.

24. (New) The game of claim 23 wherein the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections.

25. (New) The game of claim 24 wherein the at least one sensor comprises an optical detector located near each aperture and a single optical emitter arranged such that a beam emitted from the emitter is received by the optical detectors.

26. (New) The game of claim 23 wherein each one of the multiple targets is assigned a different point value and the objective of one of the at least two game modes is to obtain the most points in a predetermined time period by bouncing the playing piece into one or more of the multiple target sections.

27. (New) The game of claim 23 wherein each one of the multiple targets is assigned a different point value and the objective of one of the at least two game modes is to obtain a particular amount of points in the least amount of time.

28. (New) The game of claim 23 wherein the objective of one of the at least two game modes is to bounce the playing piece into a predetermined one of the multiple target sections a predetermined number of times.

29. (New) A game comprising:

a base unit;

a target area attached to the base unit and having multiple target sections, each target section including an aperture;

a launch area attached to the base unit and configured such that playing pieces tossed onto the launch area bounce into one of the multiple target sections and pass through the corresponding aperture of the target section;

a tray having a single holding area attached to the base such that the playing pieces return directly to the single holding area after passing through any of the apertures; and

an electronic controller configured to monitor the target sections and control game play.

30. (New) The game of claim 29 wherein the target area further comprises a series of concentric, upstanding, circular walls, each circular wall defining one of the multiple target sections.

31. (New) The game of claim 29, wherein the electronic controller is configured to control game play according to a game mode selected by a player of the game, the game further comprising an input operatively connected to the electronic controller to allow the player to select one of at least two game modes, wherein each of the two game modes has a different objective for game play.

32. (New) The game of claim 30 wherein each one of the multiple targets is assigned a different point value and the objective of one of the at least two game modes is to obtain the most points in a predetermined time period by bouncing the playing piece into one or more of the multiple target sections.

33. (New) The game of claim 30 wherein each one of the multiple targets is assigned a different point value and the objective of one of the at least two game modes is to obtain a particular amount of points in the least amount of time.

34. (New) The game of claim 30 wherein the objective of one of the at least two game modes is to bounce the playing piece into a predetermined one of the multiple target sections a predetermined number of times.

35. (New) The game of claim 29 further comprising at least one sensor configured to detect when a playing piece passes through one of the apertures, the at least one sensor comprising an optical detector located near each aperture and a single optical emitter arranged such that a beam emitted from the emitter is received by the optical detectors.

36. (New) The game of claim 29 wherein the base unit, target area, launch area, and tray are sized for table-top play of the game